

THE QUIVER OF CHAOS

THE PARTY'S FAVORITE MAGIC ITEM

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THE QUIVER OF CHAOS

SHOWDOWN AT THE SQUARE!

Cliff the Tabaxi Rogue crouched in the gloom of an abandoned, broken food kiosk. His party, Malice in Flames, was in the center of the square trading blows with an evil Paladin. They had been sent here to save the city. And, despite the fact that the party outnumbered the paladin's 3 to 1, the fight wasn't going well. Cliff knew that he needed to hit the paladin as hard as possible. So, saying a prayer to The Raven Queen, he reached over his shoulder and felt the fletchings of five arrows grace his palm. He selected the first one, pulled back on the arrow, took aim, and released. Muttering under his breath as he did so, "please be good..." As the arrow left his bow it transformed, morphing into a darker color with two motes of black energy rotating around the shaft. "I wonder what that does?" Cliff thought. 6 seconds later he found out. Portals suddenly opened up in the sky above the square and a meteor swarm descended on his and the paladin's party. Good news: the paladin and his crew were dead...bad news: so was most of Malice in Flames.

THE QUIVER OF CHAOS

wonderous item (quiver), rare (requires attunement)

Harmonious: if also attuned with a bow of rare or greater quality, then this quiver does not take up an attunement slot

Made of the most exquisite green metal alloy inlaid with silver decorations. This quiver contains five arrows which replenish at dawn. You may only draw an arrow from this quiver as part of an attack action with the intent of firing it. Roll a d100 with your attack. Report both numbers to the DM. The DM will consult the list of arrows and describe what happens. Some arrows hit regardless of what is rolled, some help, some do not.

Unless otherwise stated, all arrows do normal damage in addition to their other effects. This includes things like sneak attack and critical hits.

ADVICE FOR THE PLAYER

Use this a lot! I realize something like this that cannot be controlled doesn't appeal to certain types of players. Hopefully, since you are reading this, that isn't you.

In our campaign, the player that got this used it as often as possible. Sometimes the results were spectacular, sometimes they were subtle. Sometimes nothing happened! Other times the effect put the user in great peril, other times it was exactly what the party needed. However, at all times, the use of this item was something that all the players looked forward to. Especially since they didn't know what the effects of the bow were, so it was always a surprise. My advice to you: don't look at the table of arrows, and don't write them down; let it be a surprise every time. I promise, you won't regret it.

ADVICE FOR THE DM

- Give this item to the player who will use it.
- Let the dice decide. Never cheat the list of arrows. If the effect isn't what is needed or even if it is: let it happen. This is the Quiver of Chaos!
- Use descriptive language when the player uses this. At our table, each time this was used everyone was quiet, all with baited breath, just waiting to see what happened. One time, the arrow forced the target to contract a disease. So, the player rolled again on my diseases table (in a separate supplement) and the disease turned a black pudding pink! That was it, just a pink ooze. It was hilarious, and the highlight of the night.



THE ATTEMPTED FROST GIANT CHIEF ASSASSINATION

Cliff surveyed the ocean horizon. He was hidden in the shadows on the attic of the frost giant fortress. Malice in Flames had cleared out the guards and was now stationed throughout the building, laying in wait, for the arrival of the frost giant chief and his crew. Cliff was not alone. The party Cleric, Leila, was with him. The plan, such as it was, was for Cliff to reign down arrows on the frost giant chief from afar, hopefully killing him, while Leila conjured a whirlpool to deal with the rest.

As soon as the ship was in range, Cliff, in one swift motion, drew an arrow from the Quiver of Chaos, nocked it, took aim, and fired. Direct hit: right between the eyes! The Quiver worked its magic, but instead of a meteor swarm, it teleported Cliff, all 600ft, directly next to the chief. Now Cliff was on board a ship with 20 angry frost giants...directly over a freshly conjured whirlpool.

THE TABLE OF ARROWS

1. Ice Arrow – A shard of razor-sharp ice is fastened to the end of an arrow. On a hit from the Ice Arrow the target takes an additional 1d6 cold damage and the wound freezes shut for 1d4 rounds.
2. Net Arrow – The head of this arrow is actually a small clay pot containing a spring-loaded silk net, on a hit, the target makes a DEX save against being restrained. On it's turn, the target can use an action to make a STR check to break free.
3. Acid Arrow – The glass head of this arrow shatters upon impact spraying the target in corrosive acid. On a hit the target takes an additional 1d6 acid damage.
4. Non-lethal Arrow (blunt head) – does bludgeoning instead of piercing damage. If this attack reduces the target to 0 hit points, the target is knocked unconscious for 1d4 rounds.
5. Rose Thorn Arrow – on hit extra 1d4 piercing from thorns and target must make a STR or DEX save or be ensnared for 1d4 rounds. The target takes an additional 1d4 piercing damage at the beginning of each round until freed. Target may reattempt the save at the end of each turn.
6. Grappling Arrow – Arrow with a strong head that will hold up to 300lbs of weight with an attached 100ft length of rope.
7. Guillotine Arrow – A broadhead with extending fins that will decapitate creatures of CR 1/4 or lower, no damage roll required. Due to the precision needed, the target gets +2 to AC.
8. Shock Arrow – A thundergem appears at the point of this arrow's head. Upon a hit the gem shatters, releasing an additional 1d8 lightning damage to the target and every creature in a 5ft radius (CON save).
9. Water Arrow – When this arrow makes contact, it releases a burst of water that extinguishes any source of fire in a 5ft cube. Causes 2d6 extra damage to fire elementals.
10. Moss Arrow – When this arrow is fired creeping moss rapidly spreads in a 10ft radius around the point of contact. This forces disadvantage for climbing checks, but advantage on stealth checks made on the area of moss.
11. Rope Arrow – When fired, this arrow releases 25 feet of hempen rope behind it.
12. Choke Arrow – When the arrow makes contact with an object, it explodes into a cloud of noxious fumes with a radius of 10ft, causing those inside the cloud to choke. CON save versus 2d6 poison damage and disadvantage on the next attack roll.
13. Alchemists Fire Arrow – contains a small vial of alchemists fire, dealing an additional 1d6 fire damage.
14. Thundersteel Arrow – made from meteoric iron which has been imbued with the essence of a storm. On a hit, deals an additional 1d8 weapon damage and 1d10 thunder damage.
15. Boxing Glove Arrow – Transforms into a boxing glove mid-flight. CON save or be stunned for 1 round.
16. Arrow of Healing – Deals 1d4 damage, heals 1d8 hp.
17. Barbed Arrow – This cruelly barbed arrow does normal damage going in, and 2d6 if pulled free of the target.
18. Arrow of Returning – After firing and striking something, the arrow will vanish in a puff of smoke and return to your quiver.
19. Arched Arrow – Curved slightly, with air channels engraved onto the tip. When fired, flies in a large circle around the target before hitting. If the player rolled a natural 1, then the arrow hits something or someone else of the DM's choice.
20. Crescent Moon Arrow – Causes slashing damage with its broad-cutting head. Deals an additional 1d8 radiant damage.
21. Superior Smoke Arrow – Creates a Fog Cloud, as per the spell, that appears centered on the target that lasts for 1d4+1 turns.
22. Scorpion Arrow – Does an additional 1d6 poison damage.
23. Arrow of the Wraith – Ethereal arrow tips causes no damage to ordinary creatures. Causes double damage to anything on the ethereal plane, including ghosts, wraiths, and other spirit creatures.
24. Arrow of Whooshing – Makes a whooshing sound as it flies through the air.
25. Arrow of Blinding – As it impacts the target, it explodes in a flash of light rendering everyone who was not averting their eyes. CON save versus blindness for 1d4 rounds.
26. Arrow of Delay – When fired the arrow freezes in place just beyond the tip of the bow, thawing one round later and targeting the original targeted location. In addition to normal damage, on a hit the target is frozen in time for one round, unable to take any actions or reactions.
27. Buzzing Arrow – An arrow with a head coated in honey. When it hits a target, a swarm of bees is summoned, centered on the target. Use the swarm of insects stat block, just swap the climbing speed for a flying speed.
28. Splitting Arrow – An arrow that splits into 3 separate arrows mid-flight, all hit the same target. Rolls damage separate for each.
29. Suckerpunch Arrow – Arrow has a light metal ball instead of a pointed head. Deal bludgeoning damage instead of piercing. When fired, the arrow shoots up in the air until the beginning of the target's next turn, when it flies down and hits them in the back of the head. If this damage reduces the target to 0 HP, the target is knocked unconscious.
30. Light Arrow – These arrows deal radiant damage instead of piercing. They appear to be made out of pure light. They leave a streak in the air, marking their path for up to an hour.
31. Vampire Teeth Arrow – While not actual vampire teeth, they look pretty close. These arrows deal necrotic damage instead of piercing. The teeth may be recovered after battle to gain the damage dealt with them as temporary HP.
32. Glass Tipped Arrow – Either solid or hollow to fill with alchemical fluids of random colors. On a hit, the target must make a DEX save or be covered in the substance forcing disadvantage on stealth checks.

33. Sleep Arrow – Deals no damage. Hollow tip filled with sleep powder; it bursts on impacts causing one creature hit to make a CON save or fall asleep for 1d4 rounds. The target wakes if another creature takes an action or bonus action to do so or if the target takes damage.
34. Flare Arrow – Creates a flare like projectile. If shot skyward can be seen up to one mile away. Deals 1d6 additional fire damage. Sets objects not being held on fire. The target is set on fire and takes an additional 1d6 fire damage on the beginning of each of its turns.
35. Disease Arrow – On a hit, the target contracts a random disease.
36. Flash Bang Arrow – this arrow is tipped with a small grey canister that explodes in a 10 foot radius on impact. Creatures in the blast must make a CON save or be blinded and deafened for 1d4 rounds. The creature may repeat the saving throw at the end of each of his turns.
37. Stalker Arrow – Upon impact, this arrow lodges a small magical tracker in its target. The archer now knows the location of the target for up to 24 hours as long as the target and the archer are on the same plane of existence.
38. Taser Bolt – Upon impact, the target must make a CON saving throw. On a fail, the target is now paralyzed, as if affected by the hold person spell. The saving throw may be repeated at the end of each of the target's turns. Deals 1d4 additional lightning damage.
39. Scrying Arrow – Your vision in one eye fades momentarily. You now see through the arrowhead. The effect lasts until the archer blinks.
40. Deadweight Arrow – The target's weight magically increases by 50 pounds.
41. Curved Arrow – An arrow with a slight curve in it, ignores all cover.
42. Injection Arrow – An arrow with a needle on the tip used to inject enemies with poisons and other alchemical brews. Ask the player to roll a d4 and consult the following table:
 1. 2d4 poison damage.
 2. 2d4 acid damage.
 3. WIS save versus confusion.
 4. CON save versus the poisoned condition for 24 hours.
43. Armor Piercing Arrows – Tipped with special armor piercing metal alloys, +2 to hit.
44. Hollow-Tipped Arrows – It breaks off inside the victim causing more damage, but are harder to penetrate armor with: -1 to hit, +1d4 piercing damage, and plus 1d4 piercing damage each time the creature takes damage until the start of your next turn.
45. Shadow Arrow – The arrow goes straight through the target and hits whatever or whoever is immediately behind them, no additional attack roll is needed.
46. Smokescreen Arrow – Tipped with a smoke bomb. Causes a cloud of smoke that lightly obscures the target for 1 round.
47. Binding Arrow – Designed to explode on contact with a sticky goo that hardens almost instantly. STR check versus half movement for 1d4 rounds.
48. Gossip Arrow – On a hit, the archer discovers one mundane secret about the target. (The bandit loves knitting, the goblin is an exotic dancer, the Orc doesn't know the meaning of the word incorrigible, etc...).
49. Edible Arrow – Once embedded in a target, the fletchings transform into one goodberry as per the spell. Which can be harvested and eaten as a single action.
50. Navigators Shot – upon firing, the arrow flies upwards, traveling 80ft into the air before going towards the target. Shows everyone with an unobstructed view where the target is.
51. Evertrue Arrow – When this arrow is fired, a target will be hit. Maybe not the one you were aiming at, but the arrow will continue to travel across the surface of the plane it was shot on, changing directions every minute until it hits a target.
52. Moist Arrow – Upon impact, any surface in a 10ft cube will immediately be drenched in a thin layer of water.
53. Arrow of Missile Attraction –On a hit, the target becomes missile attractive. Any missile or projectile that passes within 20ft of this target is immediately redirected towards it.
54. Arrow of Monster Attraction – Any target hit by this arrow will attract any monster within 200ft. Monsters will treat the person or creature hit by this arrow as hostile. If the arrow hits an object or the ground, any monster drawn to it will treat everyone in the area as hostile.
55. Arrow of Illusion – Arrow creates an illusion of the archer at the impact site.
56. Arrow of Teleportation – The user is teleported to the impact site of the arrow. The user is placed in an empty space as near to the target as possible. If there is no empty space adjacent to the target, the user is instead teleported 10ft above the target.
57. Arrow of Anti-Magic – The arrow casts dispel magic at 5th level on whatever it hits.
58. Vampire Arrow – An arrow made from bone that appears to be covered in dozens of tiny holes near its tip. On a hit, the arrow begins rapidly draining blood from the target's body, causing them to take 1d6 necrotic damage at the start of each the target's turn until the head of the arrow is removed from the body. These additional effects do not occur if the target has no blood or similar essential body fluid.
59. Anti-Ballistic Arrow – A thick arrow that has a rounded tip, with fletching that constantly adjusts and readjusts itself. On a hit, the arrow does damage as normal, then exits out the back at which point it circles overhead. The player may use a reaction to cause the arrow to seek another target before their next turn, making a new attack roll when they do. If the player chooses, they may target another projectile, such as an enemy arrow. If they do their attack roll must equal or exceed the attack roll the target projectile was fired with.
60. Blight Arrow - A sinister-looking arrow made from dark wood that seems to pulse with life. On a hit, the wooden shaft of the arrow wiggles and writhes its way into the body of the target dealing an additional 1d4 damage on the hit and at the start of each of the target's turns thereafter until the wood is removed with magical restoration or a successful DC 16 Medicine check. If the shaft still remains inside the target's body when the target dies, 3 twig blights burst forth from the target's body. The twig blights are hostile to all creatures other than each other and attack nearby creatures until they die or there are no creatures left to attack, at which point they go off in search of more victims.

61. Screamer Arrow – A transparent, fragile arrowhead filled with volatile sonic energy causes this arrow to mildly vibrate as it flies through the air. On a hit, the arrowhead shatters and releases an ear shattering scream. Deals no weapon damage. Instead, all creatures within a 30 foot radius of the point of impact must make a CON save or versus 2d8 thunder damage on a failed save, and half as much damage on a successful one. A creature made of inorganic material such as stone or metal has disadvantage on this saving throw.
62. Cannon Arrow – Upon being fired, the arrow transforms into a cannonball that magically continues following the arrows flight path. A creature that is hit with the cannonball takes an additional 8d10 bludgeoning damage and must succeed on a DC 22 Strength saving throw or be knocked prone.
63. Foecrusher Arrow – Upon being fired, the arrow begins to rapidly grow in size over the course of its flight. For every 10 feet the arrow moves, the arrow's damage increases by 1d6. If the arrow travels at least 100 feet, every creature within a 5 foot radius of the arrows point of impact must make a DEX save. A creature takes the arrows full damage as bludgeoning damage on a failed save, and half as much damage on a successful save. The damage is done instead of the arrows single target damage, not in addition to it. The radius of the arrows point of impact increases by 5 feet for every additional 100 feet the arrow travels after the initial 100 feet.
64. Whistling arrow – A whiffle ball-like attachment affixed to the shaft behind the head. It makes a shrill whistling sound as it travels through the air.
65. Silence Arrow – An arrow with a fog-filled glass pearl instead of an arrowhead. It casts the silence spell in a 20 ft spherical radius lasting for 5 minutes where it strikes. No weapon damage.
66. Tracer Arrow – Glows when fired so you can see the arc of the arrow and where it lands.
67. Grease Arrow – An alchemist's vial of grease replaces the arrowhead and spreads grease on whatever surface it strikes. Creatures that try to walk on a surface covered in the grease must succeed on a DEX save or fall prone. The grease stays on any surface indefinitely until cleaned off.
68. Flightstopper Arrow – If the target is airborne, on a hit they must immediately make a CON save or lose 60ft of altitude. If this forces the creature to the ground, they take fall damage as normal and is unable to gain altitude until the arrow is removed. The creature can repeat the save at the beginning of each of its turns, ending the effect on a success.
69. Wyrmslayer Arrow – Deals double damage to dragons and like kin.
70. Compass Arrow – Strikes the target as normal. Then, if able, the arrow continues its flight path through the target before abruptly turning north for 100ft before losing momentum.
71. Trickstrike Arrow – The arrow teleports just after firing so that it appears to have been fired from a direction of the archer's choosing. The accuracy is the same as a normal arrow.
72. Bluff Arrow – A regular arrow with an extremely persuasive letter tied to it. Ask the player to say something they would like the target to read.
73. Obsidian Magic Arrow – +3 to attack and damage roll.
74. Oakfall Arrow – On a hit, the arrow actually falls short of the target, then immediately grows into a 25ft tall oak tree that falls on the target and anyone behind them up to the length of the tree, forcing a STR save versus 6d6 bludgeoning damage. On a fail, the target(s) take full damage and fall prone, half damage and not prone on a success. Creatures prone beneath the tree may take an action to attempt a STR check DC14 to get free. Otherwise, the tree remains in place until the start of the archer's next turn, at which point it dissolves into a silver mist and drifts away.
75. Arrow of Ricochet – Ignores all cover. If the attack roll would hit the target, the arrow instead misses, ricochet's off of a nearby surface, then hits the target. If the attack roll would miss, the arrow still ricochets off of a nearby surface then shoots off in a direction of the DM's choosing.
76. Arrow of Desperation – If the archer or one of their allies is at or below half health, the arrow gains a +4 to attack and damage.
77. Mind Spike Arrow – This arrow is pink in color and turns the target pink when struck. Deals psychic damage instead of weapon damage. The target has disadvantage on all wisdom saving throws until the beginning of the archer's next turn.
78. Skeletal Grasp Arrow – An arrow of bone with a grasping hand on the front. If target is struck, grasping skeletal hands raise up from the ground dealing bludgeoning damage instead of weapon damage, and the target must make a STR save or be restrained for 1d4 rounds.
79. Meteor Shower Arrow – A pure black arrow with two black beads of energy revolving around the shaft, one disappears at the end of this round, the other at the beginning of the archer's next turn when the meteor shower hits. This arrow summons a meteor shower as per the 9th-level spell.
80. Sentient Arrow – The arrow is actually a living organism shaped like an arrow. Its head is the arrow head. When drawing blood it sprouts its thin limbs and begins trying to shove itself inside its target. The initial strike does damage as normal, then the target must succeed a CON save or else the creature will successfully dive into the host. The creature continues to attempt this until the target either fails or uses an action to remove the arrow. Once inside, the sentient arrow deals 1d10 damage per turn, and the host can feel the creature moving around inside.
81. Dryad's Kiss Arrow – This arrow is covered in vines and appears to have been recently crafted. On a hit, the target must succeed on a STR save DC20 or be wrapped in vines and dragged into the earth. On a miss the arrow sprouts vines and roots in a 15ft radius which become difficult terrain until removed.
82. Quiver Mother Arrow – As you draw this arrow it multiplies into 5. On a hit, roll 4 additional damage die.
83. Invisibility Probability Arrow – This arrow is made of rock from deep within the planet. Roll a d100. 1-50, the archer turns invisible for 1 hour, 51-100 the target becomes invisible for 1 hour. Deals damage as normal.

84. Gossip Arrow – On a hit, the arrow begins speaking as though it has known everyone in the area their whole lives. The arrow shares the most salacious gossip on any random creature in a 600ft radius. If anyone has a deep secret, everyone is about to find out. The arrow continues doing this until removed or 1 minute has passed.
85. Polymorph Arrow – Casts polymorph on the target. On a failed save, the archer chooses the form the target takes.
86. Haunted Skull-Dread Arrow – On a hit, the target contracts a random curse.
87. Arrow of Agitation – On a hit, the target experiences varying nervous agitation. WIS save versus the Bane spell.
88. Ethereal Arrow – Upon shooting this arrow, the archer gains knowledge of a command word. Using the command word shifts the arrow between the material and the ethereal plane. Can be used to shoot through allies without harming them or to shoot through cover.
89. Topsy Arrow – On hit target is impaired as if drunk for 1d4 minutes, no save. (Disadvantage on attacks and skill checks, immunity to freight).
90. Babel Arrow – On a hit, this arrow makes the target forget the languages it speaks and can only speak languages it never knew for 1d4 rounds. At the DM's discretion, this may cause the target to be unable to cast spells that require verbal components.
91. Spoil Arrow – On a hit the archer and the target develop a horrible taste in their mouths that distracts them from everything else until they drink some water. Any attempt to perform any action that isn't directly related drinking water forces a WIS save. On a fail, the creature must do whatever it takes to immediately drink. On a success, the creature may perform whatever action. If the action requires a roll, it is made at disadvantage.
92. Blurry Arrow – On a hit, the target's vision blurs for 5 rounds, forcing disadvantage on perception checks and anything else requiring sight.
93. Short Jump Arrow – Teleports the archer up to 30ft along the path of the arrow, DM's choice where.
94. Right Back at Ya' Arrow – This arrow streaks across the battlefield, then abruptly turns around and fires back at the archer. If their attack roll would match or exceed their own AC, they must roll damage as normal and apply it to themselves.
95. Fire Banishment Arrow – Red and crystalline in appearance. On a hit, the target is banished to the elemental plane of fire for 1 round. While on that plane, the creature must make a CON save versus 6d6 fire damage. If the target fails the save, they take full damage and are set on fire (1d6 at the start of each of their turns), half damage and not set on fire on a success.
96. Blessed Arrow – Deals double damage to undead.
97. Banshee Wail Arrow – Releases a mournful wail. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a CON save. On a failure, a creature takes 3d6 psychic damage. On a successful save, creatures take no damage.
98. Snake Arrow – On a hit against a target or any other surface, the shaft of this arrow morphs into 6 poisonous snakes that, if able attack the target until dead. Then they attack the closest creature that isn't a snake.
99. Sanctuary Arrow – Casts sanctuary on whatever the arrow hits.
100. Bull Arrow – A large arrow with a large arrow head. The Bull Arrow has a small cache of gunpowder on the end that detonates on contact. Deals an additional 1d6 bludgeoning damage and 1d10 fire damage. Deals double damage to beasts of CR 5 or higher.

